

EPIC UK PRESENTS

CODEX: TYRANIDS

**An unofficial codex for use with Games Workshop's
Epic Armageddon rule set**

Version: 100815

INFORMATION

MORE INFORMATION ABOUT THE TYRANIDS

For more information into the background of the Tyranids, please purchase the Warhammer 40,000 Tyranid Codex © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

THANK YOU

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within this book would not be a reality.

PICTURES

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CONTENTS

Page 1.	Information
Page 2.	Contents
Page 3.	Tyranid Special Rules
Page 4-8.	Tyranid Units
Page 9.	Tyranid Army List
Page 10-11.	EPIC UK Tyranids: What, How and Why

TYRANID SPECIAL RULES

SYNAPSE

Synapse units are more directly influenced by the Tyranid Hive Mind. A formation that has any Synapse units in it can capture objectives. If a formation has lost all its Synapse units or did not start with any then it may only contest objectives.

Formations that include at least one Synapse unit don't receive blast markers for Gargoyle, Hormagaunt or Termagant units that are killed, and don't count Gargoyle, Hormagaunt or Termagant units that are lost in an assault when working out who has won the combat.

THE HUNGER

All Tyranid formations receive a +1 modifier to the dice roll when attempting to make an engage action or when rolling to rally in the end phase.


FAST AND SLITHERING

Tyranid creatures can cover terrain very easily. Tyranid war engines, armoured vehicles and light vehicles do not have to take difficult terrain tests, they are assumed to automatically pass them. Impassable terrain is still impassable to them.

TYRANID UNITS


HIVE TYRANT				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	20cm (30cm)	4+ (5+)	3+	5+
Weapon	Range	Fire Power	Notes	
Scything Talons	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Venom Cannon	30cm	AP5+/AT6+	-	

Notes: *Commander, Fearless, Leader, Reinforced Armour, Synapse. May be given wings to gain a 30cm move and the Jump Pack ability, but its armour save is reduced to 5+*




TYRANID WARRIORS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	5+	3+	5+
Weapon	Range	Fire Power	Notes	
Deathspitters	(15cm)	Small Arms	-	
Rending Claws	(base contact)	Assault Weapons	Extra Attack (+1)	
Venom Cannon	30cm	AP5+/AT6+	-	

Notes: *Fearless, Leader, Synapse*




TERMAGANTS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	-	6+	5+
Weapon	Range	Fire Power	Notes	
Fleshborers	(15cm)	Small Arms	-	

Notes:




HORMAGAUNT				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	-	5+	-
Weapon	Range	Fire Power	Notes	
Talons	(base contact)	Assault Weapons	Extra Attack (+1)	

Notes: *Infiltrators*



GARGOYLES				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	30cm	-	6+	6+
Weapon	Range	Fire Power	Notes	
Fleshborers	(15cm)	Small Arms	-	
Swarm Strike	15cm	AA6+	-	

Notes: *Jump Pack*



GENESTEALERS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	6+	4+	-
Weapon	Range	Fire Power	Notes	
Rending Claws	(base contact)	Assault Weapons	Extra Attack (+1)	

Notes: *First Strike, Infiltrators, Scout, Synapse*



LICTORS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	5+	4+	-
Weapon	Range	Fire Power	Notes	
Scything Talons	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

Notes: *First Strike, Infiltrator, Scout, Teleport*



RAVENERS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	5+	3+	6+
Weapon	Range	Fire Power	Notes	
Deathspitters	(15cm)	Small Arms	-	
Scything Talons	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

Notes: *Infiltrators, Teleport*



BIOVORE				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Fire Power	Notes	
Spore Mines	30cm	1BP	Disrupt, Indirect Fire	

Notes:




SPORE MINE CLUSTER				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	15cm	5+	-	5+
Weapon	Range	Fire Power	Notes	
Explosive Spores	15cm	AP5+/AT5+/AA5+	Disrupt	

Notes: *Skimmer, Scout*




CARNIFEX				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	20cm	4+	3+	6+
Weapon	Range	Fire Power	Notes	
Scything Talons	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	
Spore Cysts	(15cm)	Small Arms	-	

Notes: Fearless, Reinforced Armour




ZOANTHROPE				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	20cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Warp Blast and	30cm (15cm)	MW5+/AA6+ Small Arms	Macro Weapon Macro Weapon	

Notes: Skimmer, Leader, Reinforced Armour




DACTYLIS				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	25cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Heavy Spore Mines	45cm	1BP	Disrupt, Indirect Fire	

Notes: Reinforced Armour




EXOCRINE				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	25cm	5+	5+	5+
Weapon	Range	Fire Power	Notes	
Heavy Venom Cannon	30cm	4 × AP5+/AT6+	-	

Notes: Reinforced Armour




HARUSPEX				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	25cm	5+	5+	-
Weapon	Range	Fire Power	Notes	
2 × Scything Talons	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

Notes: Reinforced Armour



MALEFACTOR				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	25cm	5+	5+	5+
Weapon	Range	Fire Power	Notes	
Spine Arms	(15cm)	Small Arms	Extra Attacks (+2)	


Notes: Reinforced Armour



TRYGON				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	3+	5+
Weapon	Range	Fire Power	Notes	
Bio-Electric Field	15cm	2 × AP3+/AT6+	Forward Arc	
Scything Talons	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	

Damage Capacity: 2
Critical Hit Effect: Primary nerve plexus destroyed, the Trygon is killed.


Notes: Fearless, Infiltrator, Reinforced Armour, Synapse, Teleport



HIERODULE				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Bio-Cannon	45cm	2 × AP3+/AT4+	Forward Arc	
Crushing Claws	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	

Damage Capacity: 3
Critical Hit Effect: Primary nerve plexus destroyed, the Hierodule is killed.


Notes: Fearless, Reinforced Armour



HARRIDAN				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	35cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Bio-Cannon	45cm	2 × AP3+/AT4+	Fixed Forward	
Crushing Claws	(base contact)	Assault Weapon	Macro Weapon, Extra Attack (+1)	

Damage Capacity: 3
Critical Hit Effect: Primary nerve plexus destroyed, the Harridan and all transported units are killed.


Notes: Fearless, Leader, Reinforced Armour, Synapse, Skimmer, Transport (May carry up to six Gargoyle units)



HIVE NEST				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	0cm	4+	5+	6+
Weapon	Range	Fire Power	Notes	
Ripper Swarms and	(base contact) (15cm)	Assault Weapon Small Arms	Extra Attack (+1) -	

Damage Capacity: 3
Critical Hit Effect: Primary nerve plexus destroyed, the Hive Nest is killed.

Notes: Fearless, Leader, Reinforced Armour, Synapse, Thick Rear Armour



HIEROPHANT BIO-TITAN

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	3+	5+
Weapon	Range	Fire Power	Notes	
2 × Bio-Cannon	45cm	2 × AP3+/AT4+	Forward Arc	
Massive Claws	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+3)	



Damage Capacity: 4

Critical Hit Effect: Roll a D6 (1: All models in base contact suffer a MW6+ attack, 2-5: take one additional point of damage, 6: Killed)

Notes: Fearless, Invulnerable Save, Reinforced Armour, Synapse. May step over units and impassable terrain that is lower than the Hierophant's knees and up to 2cm wide

HYDRAPHANT BIO-TITAN

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	3+	4+
Weapon	Range	Fire Power	Notes	
2 × Bio-Cannon	45cm	2 × AP3+/AT4+	Forward Arc	
Bio-Acid	15cm	3BP	Ignore Cover, Forward Arc	
Ripper Tentacles	(base contact)	Assault Weapon	Extra Attacks (+2), Titan Killer (D3)	
Massive Claws	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+3)	



Damage Capacity: 6

Critical Hit Effect: Roll a D6 (1: All models in base contact suffer a MW6+ attack, 2-5: take one additional point of damage, 6: Killed)

Notes: Fearless, Invulnerable Save, Reinforced Armour, Synapse. May step over units and impassable terrain that is lower than the Hydraphant's knees and up to 2cm wide

DOMINATRIX

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	3+	4+
Weapon	Range	Fire Power	Notes	
Bio-Cannon	45cm	2 × AP3+/AT4+	Fixed Forward Arc	
Bio-Acid	15cm	3BP	Ignore Cover, Forward Arc	
Energy Pulse	30cm	AP4+/AT4+/AA5+	-	
<u>and</u>	(15cm)	Small Arms	Macro Weapon, Extra Attacks (+1)	
Massive Claws	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+3)	



Damage Capacity: 6

Critical Hit Effect: Roll a D6 (1: All models in base contact suffer a MW6+ attack, 2-5: take one additional point of damage, 6: Killed)

Notes: Commander, Fearless, Invulnerable Save, Leader, Reinforced Armour, Synapse. As long as the Tyranid army contains one or more remaining Dominatrix it may re-roll a single failed Initiative test (of any type) once per turn. May step over units and impassable terrain that is lower than the Dominatrix's knees and up to 2cm wide

TYRANID ARMY LIST

Tyrannid armies have a strategy rating of 1. All Tyrannid formations have an initiative rating of 2+.

TYRANID CORE FORMATIONS					
FORMATION	CORE UNITS	NORMAL	BIG	UPGRADES	POINTS
Assault Swarm	Two Tyrannid Warrior units and eight Termagant units	225	400	Replace up to six Termagants with Hormagaunts	Free
				Add any number of Termagants	15 each
				Add up to five Gargoyles	20 each
				Add up to three Biovores	25 each
				Add one Hive Tyrant	50 each
				Add up to three Carnifex	50 each
Add one Hierodule	125 each				
Brute Swarm	One Hive Tyrant and three units chosen from the following: Exocrines, Haruspexes, Malefactors	200	350	Add up to three from the following: Ravengers, Zoanthropes	35 each
				Add up to three from the following: Exocrines, Malefactors, Haruspexes	35 each
				Add any number of Termagants	15 each
				Add up to three Biovores	25 each
				Add up to four Dactylis	50 each
				Add up to two Hierodules	125 each
Genestealers	Six Genestealer units	150	-	Add any number from the following: Exocrines, Haruspexes, Malefactors, Zoanthropes, Ravengers	35 each
				Replace up to six from the following with Carnifex: Exocrines, Haruspexes, Malefactors	15 each

TYRANID SUPPORT FORMATIONS (Up to one for each Core formation taken)					
FORMATION	CORE UNITS	NORMAL	BIG	UPGRADES	POINTS
Dominatrix	One Dominatrix	500	-	Add any number of Termagants	15 each
				Add up to four Hierodules	125 each
				Add up to six from the following: Carnifex, Dactylis	50 each
				Add up to three from the following: Exocrines, Haruspexes, Malefactors, Ravengers, Zoanthropes	35 each
Genestealers	Six Genestealer units	150	-	Add up to three Genestealers	25 each
Nest Swarm	One Hive Nest and four units chosen from the following list: Termagants, Hormagaunts	175	-	Add any number of Termagants	15 each
				Add up to four Biovores	25 each
				Add up to four Exocrines	35 each
				Add up to four Dactylis	50 each
Subterranean Swarm	One Trygon and two Ravener units	250	-	Add any number from the following: Zoanthropes, Ravengers	35 each

TYRANID RARE FORMATIONS					
FORMATION	CORE UNITS	NORMAL	BIG	UPGRADES	POINTS
Spore Mine Swarm	Six Spore Mine Clusters	150	-	-	-
Harassment Swarm	One Harridan and two Gargoyle units	250	-	Add four Gargoyles	50
Hierophant	One Hierophant Bio-Titan	300	-	-	-
Hydraphant	One Hydraphant Bio-Titan	500	-	-	-
Lictor Swarm	Five Lictor units	250	-	Add up to three Lictors	35 each
Subterranean Swarm	One Trygon and two Ravener units	250	-	Add up to four Raveners	35 each

USING THE ARMY LIST

- A maximum of a third of the points available to the army may be spent on Tyrannid Rare Formations.
- Swarms can come in two sizes, normal and big. The number of core units refers to the number of units in a normal formation. If the points are paid for a big formation then the number of units is doubled.
- A Tyrannid formation may include any of the extra units listed under upgrades. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation.

EPIC UK TYRANIDS

WHAT, HOW AND WHY

So you've just finished reading through the EPIC UK Tyranid codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we designed the Tyranid army list.

TYRANIDS

So Tyranids it is then! Before the Epic UK Tyranid codex release there were several Tyranid army lists available and in development on the internet. Parts of these have been used as inspiration for this list and we thank all those that have worked on them.

One of the first issues that was discussed and tested was whether the main Assault Swarm should be allowed to garrison or not. To allow this Warriors and Termagants were given a 15cm move, with swarms then having options to add in faster units but with the disadvantage of losing the ability to garrison. This was later changed to limit garrisoning forces, but give a fast moving horde feel by increasing the movement of all Tyranid infantry to 20cm.

Special Rules can make or break the feel of an army. Reviewing previous attempts at Tyranid army lists, it often seemed these were overly complicated and unnecessary. With this in mind a single fairly basic Synapse rule was created to show the power of the Tyranid hive mind and differentiate its more independently minded creatures.

The perspective of a never ending wave of creatures overwhelming defenders through sheer weight of numbers was achieved by adding the 'grot' rule to **Termagants**, **Hormagaunts** and **Gargoyles**. This allowed the Tyranid player to be very aggressive with their assault swarms. Leader was also given to many units including **Hive Tyrants**, **Warriors**, **Harridans**, **Hive Nests** and **Zoanthropes** to allow formations to easily remove blast markers.

The basic initiative of the Tyranid army was set at 2+. However as the army is designed to primarily attack its opponents at close quarters and rip them apart, the list was given a +1 initiative boost when engaging. Tyranids also receive a +1 initiative boost when rallying to represent the overwhelming power of the hive mind. Additionally to keep any special rules to a minimum and for simplicity all tunnelling rules were dropped in favour of using the teleport special rule. This also helped speed up play.

To further change the feel of the army the need to take difficult terrain tests was removed, so the only thing that will stop the advance of a Tyranid army is impassable terrain and the opposing army. This was later modified to only affect non-infantry units as it was felt that obstacles such as razor wire would still affect Tyranid infantry.

War Engines have been chopped and changed a lot during the formation of this list. At one stage the army could be played as a pure war engine list. These were fun games but lacked the flavour of the hordes of critters and monsters swarming over the battlefield that we wanted to create. A player can still go war engine heavy using **Dominatrix**, **Hierodules**, **Trygons**, **Harridans** and even massive Bio-Titans like the **Hierophants** and **Hydraphants**, but the army must always include a number of swarms first.

A final interesting design choice was to allow more than one **Dominatrix** in the army, with a special supreme commander style ability linked to the presence of even a single of these powerful creatures on the battlefield.

UPDATED TYRANIDS

A popular tournament army, although generally well balanced it has been found that Assault Swarms are a very powerful choice. Especially in large numbers, combined with a high activation count using other fast or teleporting war-engine formations to disrupt or harass the enemy.

To this end the normal and big Assault Swarm formation costs have been increased. Additionally the very powerful Harassment Swarm has seen a structural adjustment combined with a slight points increase.

At the same time a few internal imbalances have been addressed. Brute Swarms, always a poor choice compared to Assault Swarms have received a small points drop. This combined with the increased cost of Assault Swarms should make them a much more favourable choice. Additionally a number of upgrade points costs and options have been removed, reduced in cost and harmonised.

A number of underperforming units have received improvements. **Carnifex** have received the fearless ability while **Lictors** have received a small armour boost and the upgrade option has received a points drop. **Spore Mine Clusters** have gained improved firepower. **Zoanthropes** have received a slight boost to their firepower and have also been designated armoured vehicles. **Biovores** have also seen a small points decrease.

Finally the **Hierophant** and **Hydraphant** Bio-Titans have both seen their firepower increased, additionally the **Hydraphant** has had its firefist increased to 4+. This is to make them better choices in the competitive rare section.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team